SONY®



Creative Greetings

OPERATING INSTRUCTIONS

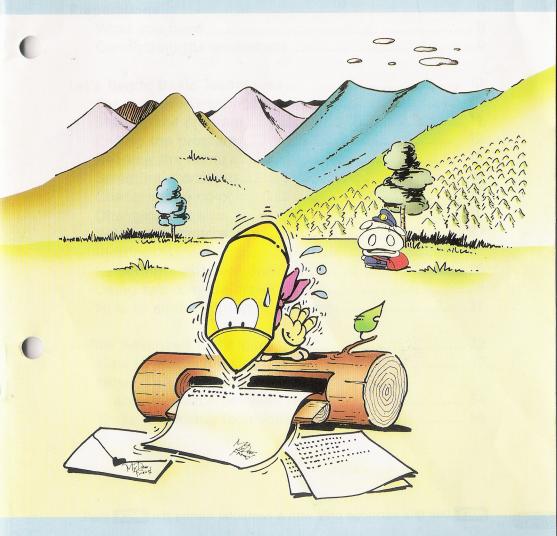


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INTRODUCTION

—Becoming a Computer Graphics Artist with Sony's Creative Greeting—

"Creative Greetings" is a program for MSX home computers and the **Sony color plotter printer PRN-C41**. It lets you draw pictures and print out captions or messages to go with them—all in computer graphics! Print pictures and your name on your note or letter paper, to make your own personal stationery. Make your own Christmas cards and birthday cards, and personalize them for each friend and relative. Make your own invitations and posters for parties and other events; create illustrations to add to your club or school newsletter. In fact, with "Creative Greetings" you can do just about anything that involves drawing pictures and printing words. And it's so easy: all you need are your MSX home computer, the Sony color plotter printer PRN-C41, and this program.

HOW TO USE THIS MANUAL

This book is designed to help you master Creative Greetings program quickly and easily, and to help you get the most fun from your Sony color plotter printer. If you are using the Creative Greetings program for the very first time, please start from the beginning of this book, and perform all the operations in the order we have written them. Take your time—it will help you to remember all of the basic points, so you won't have to go back over them again and again. Once you have mastered the basics, then what you can make with the Creative Greetings is, literally, up to you. The "A Few Advanced Techniques" section is intended as a guide to help you start making more artistic compositions on your own.

What The Creative Greetings Program Can Do (page 6)

We'll give you a sample composition possible with Creative Greetings, using a variety of techniques. You will soon be able to make prints just like the one shown in this section.

Preparations (page 9)

Here, we'll go over the few preparations you must make to start using the program. (We'll also give you tips on things you should **not** do.)

Let's Begin (page 10)

Then, we'll explain all of the basic techniques you need to know. Once you master these, you'll be ready to make any kind of print you want.

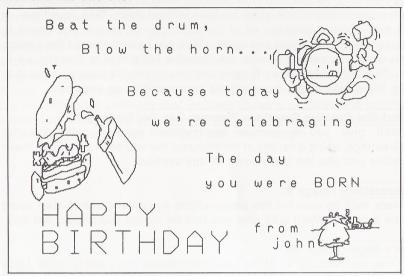
A Few Advanced Techniques (page 32)

This is the part that's most fun: we'll show you what you can do if you apply a little creative imagination.

At this point, please go through the operating instructions on basic use of your MSX home computer and the Sony color plotter printer.

WHAT THE CREATIVE GREETINGS PROGRAM CAN DO

With just a little practice and thought, you can make computer graphic creations like this one.



BASIC FUNCTIONS -

- All the drawings are "read" from the cassette tape into the computer when you use your Creative Greetings program. You can use more than one drawing in any one display.
- You can change the size and proportions of any drawing.
- You can change the color of a drawing, both on the display screen and in its final printing. (There are four colors: black, blue, green and red.)
- You can write in words and messages to any drawing. (There are three different sizes of letters, and you can write in four directions.) The letters can also be written in your choice of the four different colors.
- •In printing out your creation, you can use any size paper you want, up to standard typing-paper size (A4 size)—including roll paper.

Note

Although you can make a variety of personalized graphic creations, you cannot actually draw your own pictures with the Creative Greetings program. The accompanying cassette tape contains twelve drawings to get you started. Sony cassette tapes containing other drawings for the Creative Greetings program also will be available optionally.

THE CASSETTE TAPE SUPPLIED WITH THE CREATIVE GREETINGS PROGRAM CONTAINS THE FOLLOWING TWELVE DRAWINGS

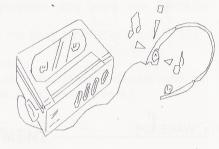


2 WALKMAN

007

014

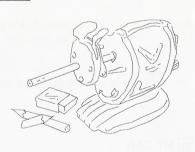




3 TEA TIME

4 SHARPENER





5 CAR REPAIR

6 SPORTS



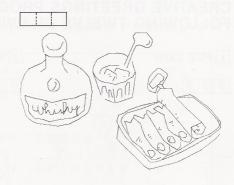




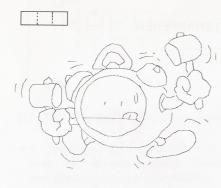




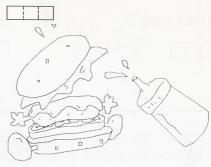
8 A GLASS OF...



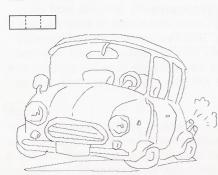
9 WAKE UP!



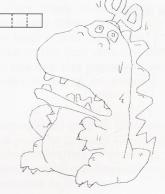
10 HAMBERGER



11 MY CAR



12 DINOSAUR



PREPARATIONS

WHAT YOU NEED -

Your Creative Greetings program package contains these two items:

- Cartridge. This contains the Creative Greetings program itself.
- Cassette Tape. This contains the drawings that you will use with the program cartridge.

To use the Creative Greetings program, you need the following equipment:

- An MSX home computer (such as the Sony HB-55P or HB-75P/75B).
- A monitor television.
- The Sony PRN-C41 color plotter printer.
- A cassette tape recorder. (Any cassette tape recorder can be used, but one that has a **remote control jack** is more convenient.)

CONNECTING THE EQUIPMENT -

The operating instructions that come with the above items will tell you how to connect the equipment. But,

- Do not plug in any power cord until you're sure all of the equipment is properly connected.
- The most convenient setup is to place the plotter printer on the left of the computer, and the cassette tape recorder on the right.

Note

This program might not operate if you use a plotter printer other than the Sony PRN-C41 color plotter printer.

LET'S BEGIN: Basic Techniques

THE CREATIVE GREETINGS PROGRAM



Starting the program

(see page 11)

Reading the menu

(see page 13)

Selecting a drawing

(see page 14)

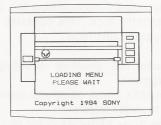
Changing the size and color of the drawings, and writing words and characters

(see page 17)

Printing your design

(see page 22)

Screen display









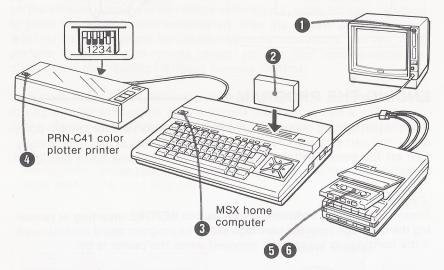
STARTING THE PROGRAM -

Have you properly connected all of the equipment? If so, then plug in the power cords.

Now, follow this procedure to start the program (be especially careful that the order of numbers 2 and 3 is not reversed):

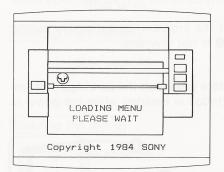
Caution

Be sure to turn off the computer before you insert the cartridge. The program could be destroyed if the cartridge is inserted while the power is on.



- Turn on the monitor television and switch to the correct channel for display from the computer.
- Insert the Creative Greetings program cartridge in the cartridge slot of the computer, with the label facing towards you.
- Turn on the computer's power switch.
- Turn on the plotter printer's power switch. (The printing head will move briefly, and then stop.)
- 6 Place the cassette tape in the recorder with side A facing up.
- Rewind the tape to the beginning.

This display will now appear on the screen.



This display is the "Title Display."



ENDING THE PROGRAM-

If you're just getting ready to start—but it's already time for lunch—don't worry. You can stop the Creative Greetings program at any time. Simply turn off the power switch. Ending the program at any point during its operation will not affect the program or the computer.

Caution

Always turn off the computer power switch BEFORE inserting or removing the cartridge from the cartridge slot. The program could be destroyed if the cartridge is inserted or removed while the power is on.

READING THE MENU -

Now, we're ready to go ahead. First, make sure that the volume level and tone controls of the cassette tape recorder are set at midpoint. (If the controls have numbers from 1 to 10, then 5 is the midpoint.)

Controlling the cassette tape recorder

If you are using a cassette tape recorder that has a remote control jack, then, when the display changes, the cassette tape automatically stops. But if your cassette recorder does **not** have a remote control jack, then you must press the STOP button yourself after the next display appears on the screen. If you have no remote control jack, make sure you're ready to press the STOP button immediately after the display changes.

• In this book, directions for cassette recorder operations that you must perform if you have **no** remote control jack on your tape cassette are given under the heading **Without Remote Control**.

Let's start. Press the PLAY button on the cassette tape recorder. The following display will appear on the screen after about half a minute. (If the display on the screen does not change, refer to page 16.)

Without Remote Control

Immediately press the STOP button. If you are slow in stopping the tape, rewind the tape slightly.



This display is the "Menu Display"



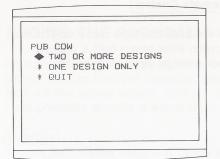
SELECTING A DRAWING -

Let's choose a drawing to start working with.

The red "Selector" mark on the screen will move when you press any of the cursor keys(). Use the cursor keys to move the Selector to the drawing you want to select from the cassette tape—it's as simple as that. Let's start by trying the [* PUB COW] drawing. It is the one at the top of the left column. (Actually, you can select any one of the drawings you want, but it will take a little longer to "read" them from the tape into the computer and onto the screen. The reason why is explained on page 25.)

1. Place the Selector mark beside [PUB COW].
Press RETURN.

The following display will appear on the screen:



The display you now see is called the "Confirm Display."



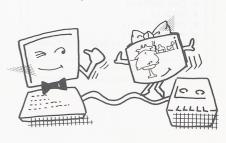
Again using the cursor key (), place the Selector mark beside "ONE DESIGN ONLY."

Press RETURN.

The screen will now change to the following.



This display is the "Read Display."



If your cassette tape player has a remote control jack, the tape will start to move by itself, and begin reading the drawing into the computer's memory.

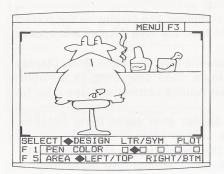
Without Remote Control

Press the cassette recorder PLAY button.

After about twenty seconds the drawing you have selected will appear on the screen.

Without Remote Control

Press the cassette tape recorder STOP button immediately after the drawing appears on the screen. If you delay in pressing the STOP button, rewind the tape slightly.



This is the "Drawing Display."



Now we can do a lot of different things with the drawing on our screen: change its color or size, add words and messages to it, and print it on paper using the color plotter printer.

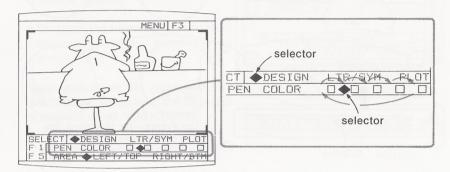
-What to do if the Menu or a Drawing does not appear on the screen-If the computer has not read the data from the tape and displayed it on the screen, there are two areas where problems might exist:

- (1) the tape recorder—computer connecting cords may not be properly hooked up, or (2) the volume or tone control is set too low on the cassette tape recorder. To correct, try the following steps:
- 1. Check that the cassette tape recorder and computer are properly connected. Instructions for connecting the tape recorder are given in your computer operating instructions.
- 2. Increase the cassette tape recorder volume slightly. If there are numbers on the volume control, raise the volume by one number.
- 3. Rewind the tape to the beginning.
- 4. Press the RESET button on the computer. The display on the screen will disappear for an instant and then the Title Display will appear again.
- Press the PLAY button on the cassette recorder. If the Menu Display
 appears after about half a minute, then everything is all right.
 Remember the new tape recorder volume setting, and use it for future use.
- 6. If the **Menu Display** does not appear after about thirty seconds, repeat steps 1 through 5 above, with another one-step volume increase on the tape machine. If the **Menu Display** still does not appear when the volume is at its highest setting, then try setting the volume at a level **lower** than the original setting—and repeat the above procedure.

CHANGING THE COLOR -

When a drawing is first displayed on the screen, its color is always blue. As shown in the photo below, a blue Selector mark appears on the screen positioned in front of "DESIGN," to the right of SELECT. This position is called the "DESIGN" Mode. When the program is in the DESIGN Mode you can easily change the color or size of the drawing.

The other two modes you can see, and select, are "LTR/SYM" (letter/symbol) Mode and "PLOT" Mode.



Let's experiment with changing the color.

- 1. When you press the F1 key, the Selector for the pen color will move as shown in the above photo. Just press the F1 key to move the Selector to the color you want.
- 2. Now press **RETURN**.

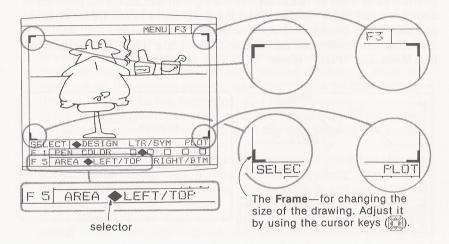
That's all there is to it! You can see that the color of the drawing changed according to your selection. You can change the color as many times as you want—try one of the other colors. (But remember, the color is not changed just by placing the Selector beside the desired color. You have to also press RETURN.

A Point to Note-

Did you try white? If you did, then you saw that the drawing disappeared from the screen. And this is the method we'll use when we want the plotter printer to print letters and characters, with no drawings. We'll learn how to write those letters and characters later, in the "Writing Characters" section.

CHANGING THE SIZE -

Our drawing now fills the entire screen. Let's try changing its size and shape.

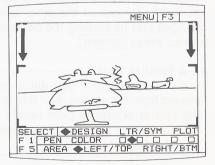


As shown in the photos above, there are **Frame** marks at each corner of the screen. These are used to change the size of the drawing. Right now the drawing is displayed in its largest size. When the Selector is positioned at "**LEFT/TOP**," as shown in the photo, the two **top** frame corners can be moved up and down, and the two **left** frame corners can be moved left and right, using the cursor keys. Let's try it, and see how it works.

1. Press the key and hold it down.
The top two frame corners move towards the bottom of the screen. When you release the

cursor key, they stop.

Press RETURN.
As you can see, the drawing has been squashed from the top.



2. Press the key and hold it down.
The two frame corners on the left
move towards the right side of
the screen. When you release the
cursor key, they stop.
Press RETURN.

Now the picture is smaller, and it is positioned at the bottom right of the screen.

Next, let's move the right and bottom frames. To do this, the Selector is positioned at "RIGHT/BTM."

- 3. Press F5.
 The Selector will move to "RIGHT/
- 4. Press the key and hold it down. The two frame corners on the right move towards the left side of the screen. Release the cursor key when they have moved to the place you want.
- 5. Press the key and hold it down.

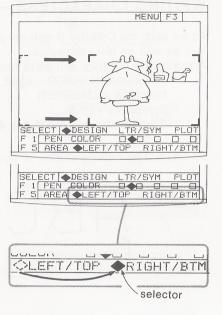
 Now the bottom two frame corners will begin moving towards the top of the screen. Release the cursor key when they have reached the position you want.

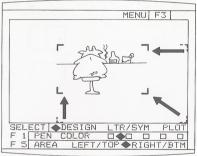
Press RETURN.

To return the frame corners to their original positions, press the
and € keys.

To shift to LEFT/TOP press F5 again.

By moving the frames as shown above, you can create any size and shape of drawing you want. Try it several times. You might be surprised at the shape of the drawing you end up with!





WRITING CHARACTERS -

As we said, the Creative Greetings program can be used to write characters as well as print drawings.

Actually, the program will wirte four different kinds of characters.

The alphabet (ABCD....abcd....)

Numbers (1234567890)

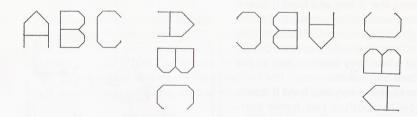
Symbols (! #\$% &....)

Graphic characters (♥♠♠♣)

All characters can be written in three sizes.

ABC ABC ABC

Characters can also be written in four colors—and in four directions on the screen!



Let's try writing some.

1. Press SELECT.

The Selector mark will move to "LTR/SYM" and the display at the bottom of the screen will change. The cursor (▲) will now appear at the top left of the screen. And this mode is called the "Letter/Symbol" Mode.

2. Selecting the color of the characters.

Press F1 to move the Selector to the color you want—just as with drawings.

The cursor color will also change according to the color selected. Unlike the **DESIGN Mode**, however, the color of a character **cannot** be changed after it has been written.

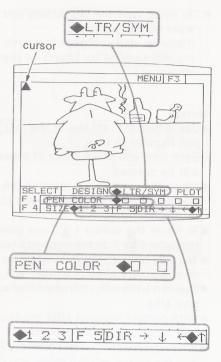
3. Determining the size of the characters.

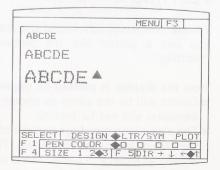
Press F4 to move the Selector to 1, 2, or 3, and select the size you want. (1=small, 2=medium, 3=large.)

 Determining the direction in which the characters will be written, and the direction they will face.

Press $\boxed{\text{F5}}$ to move the Selector to one of the four directional arrows, in order to choose the direction in which to write. The direction of the cursor (\blacktriangle) will also change according to the selected arrow. The relationship of the characters to the arrows is: ($\rightarrow = \nearrow$ $\downarrow = \bigvee$ $\leftarrow = \checkmark$ $\uparrow = A$).

5. Now use the cursor keys to move the cursor() to the place where you want to write.





6. To write, type the characters you want on the keyboard. (Refer to your computer's operating instructions for typing on the keyboard.)

Notes

• Use either the BS key or the DEL key to delete any wrong characters you happen to type.

Each time you press either of these two keys, the last character written

will be deleted.

• When the cursor (▲) reaches the edge of the screen in any direction, it will stop. Use the cursor keys to move it to the next place you want to begin writing.

● To move the cursor (▲) one character space, press the cursor key four

times (for Size 1, or the smallest characters).

 You can change the color, size, or direction at any time, but the color of characters already written will not change.

You can write one character over another one. They will be printed that

way also.

•With certain regional MSX models, some symbols (characters) in certain modes (such as GRAPH+SHIFT key mode) may not be usable.

•When the message "Text Memory Full" appears at the top of the screen and the cursor will not move, you cannot write any more characters for that display.

PLOTTING -

We are now ready to printout the display we have made on paper. When you use a plotter like the plotter printer, this operation is called "plotting."

How the display is plotted on paper

• Colors will be the same as shown on the screen. Anything white (and

invisible) will not be plotted.

• The size of the drawings and the characters will change, depending on the size of the paper you select. Think of the total area of the monitor screen as a piece of paper. The drawings and characters you select will be plotted on paper in the same proportion as you have drawn or written them on the screen.

The procedure for plotting

1. Press SELECT to position the Selector in front of "PLOT".

The display at the bottom of the screen will change as shown in the photo at right.

This mode is called the "PLOT" Mode.

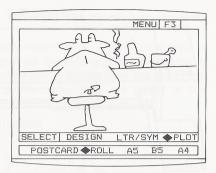
2. Select the paper size.

Press [F1] and move the Selector to the paper size you are going to use. (The sizes are described in detail below.)

Press RETURN .

The following display will appear on the screen:

"SET PAPER IN PLOTTER RETURN"





Note: If you change your mind and decide you do not want to plot yet, press **SELECT**.

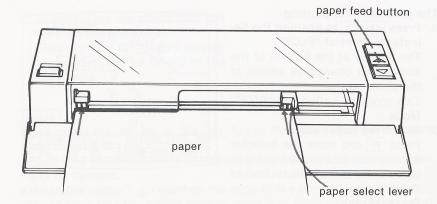
3. Insert the paper in the plotter printer.

Adjust the paper select lever to the size of the paper you are using. Insert the paper into the rollers on both sides. Press the paper feed button (((a)) to automatically feed the paper into the plotter printer.

Press RETURN.

The plotter printer will begin operation.

Press CTRL and STOP at the same time to stop reading.



Note: If you want to stop the plotter printer during operation, press CTRL and STOP on the computer keyboard at the same time.

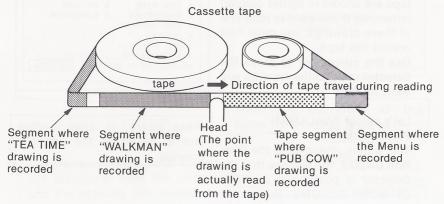
Paper Size and Plotting Area

Size	Description	Dimensions (mm)	Plotting Area (mm)
Card	Picture postcard size The roll paper that comes with the plotter	150 × 100	about 90×60
Roll		114 (width)	about 110×80
A5	The size of a page in this book	210×148	about 140×95
B5	Notebook paper size	257 × 182	about 180 × 120
A4	Typing paper size	296 × 210	about 210 × 140

When the plotting is finished, the program automatically returns to the **DESIGN Mode**. You can then change the color or size of the drawings and plot them again, or shift to the **Letter/Symbol Mode**, or change what you have written.

SELECTING A DIFFERENT DRAWING

How did the plotting go? You probably would like to try it now with a different graphic design. But **before you do**, there is one additional thing you must know. Look at the illustration below; it **shows how the drawings** are recorded on the cassette tape in the order they are listed in the Menu.



Because the drawings are recorded one-by-one in sequence on the tape—if the tape has already gone past the place where the drawing you want is recorded, you will have to **rewind the tape**. This is of course just the same as for a tape with several musical selections. But, to help you remember which drawings have already gone past on the tape, they are **shown in lighter colored letters on the Menu**.

You can use the cassette tape recorder's tape counter to find a drawing on the tape, just as you would with a music tape: more detailed explanation is given on page 32.

Now, let's select another drawing from the tape.

1. Press F3.

The Menu Display will appear on the screen. As we said, the titles of drawings that have already passed the reading head on the tape are shown in lighter colored letters. So if you want to read one of these drawings, you must first rewind the tape.

Use the cursor key to move the Selector mark to the drawing you want to read.

Let's select "WALKMAN". Press RETURN.

The screen changes to the Confirm Display. You will see that the Selector is positioned at "TOW OR MORE DESIGNS". But we will do multiple drawings in the next section—here, let's move the Selector to "ONE DESIGN ONLY".

2. Press (A).

The selector will shift to "ONE DESIGN ONLY."

Press RETURN.

The screen will now change to the **Read Display**. If you are using the remote control jack, the tape will start to move and begin reading the drawing into the computer's memory.

Menu Display



Press SELECT to stop reading and to return to the previous drawing

Confirm Display



To return to the Menu move the Selector to "QUIT," and press SELECT

Press <u>SELECT</u> to stop reading and to return to the previous drawing

3. Without Remote Control

Press the cassette recorder PLAY button.

The tape will start to move.

Read Display

LOADING DESIGN PLEASE WAIT

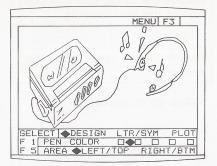
Press CTRL and STOP at the same time to stop reading.

4. The previous drawing and writing will disappear from the screen, and the drawing will appear on the screen.

Without Remote Control

Press the cassette recorder STOP button immediately after the drawing appears on the screen.

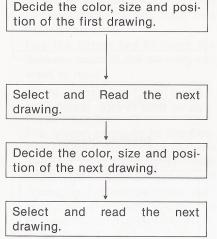
Drawing Display



USING TWO OR MORE DRAWINGS -

Once you've mastered just making one drawing on one piece of paper may not seem all that interesting. But there's a lot more for you to learn and do. With the Creative Greetings, you can draw several drawings on the same display.

The procedure is:

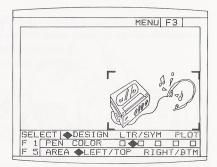


-And go on repeating-

Note: Choose with care. You will not be able to change the color, size or position of the first drawing once you've selected your next drawing.

You can change the color, size and position of the new drawing as many times as you want, but once you selected the next drawing changes cannot be made. Let's actually try it and see how it works.

 Preparations: Let's reduce the first drawing to about onequarter of its present size. The way to do this has already been described on page 18.



2. Press F3.

Now, the **Menu Display** will reappear on the screen.

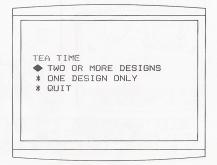
Place the Selector mark beside the name of the next drawing you want to use.

Let's read "TEA TIME," which is where the Selector is now.

Press RETURN.

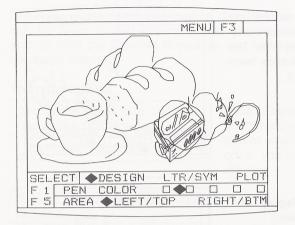
The screen will change to the **Confirm Display**. The Selector is beside "TWO OR MORE DESIGNS."





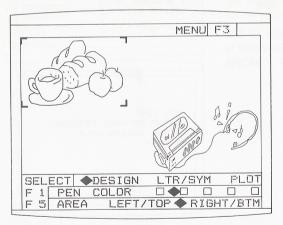
3. Leave the Selector where it is—and press RETURN.
From here on, the procedure is exactly the same as for "Reading a Different Drawing."

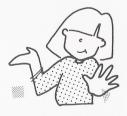
You will see that the screen now looks like this:





• The first drawing (and writing) still remain on the screen, and cannot be changed. But you can change the color, size and position of the new drawing as many times as you want, using the same techniques as you did to create the first design.





And of course you can plot the drawings and writing just as you have arranged them.

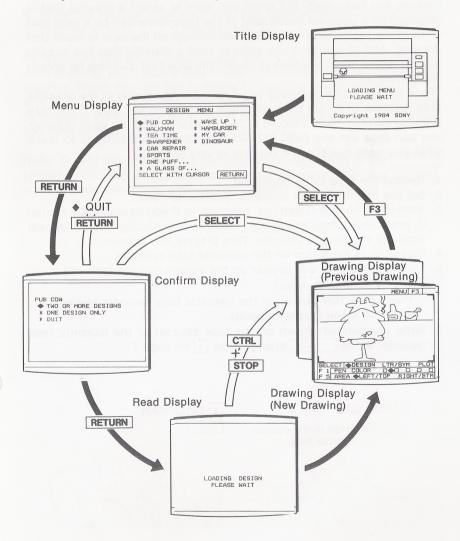
CAUTION

Depending on the size of the drawings you place on the screen, you may encounter the message "Memory Overload". When this occurs, plotting becomes impossible. You will have to reduce the number of drawings you select by one, and start over, since once selected, a design cannot be erased.

HOW TO SHIFT TO DIFFERENT DISPLAYS -

This chart is a "traffic diagram" that shows in a simple way how you can shift from one display to another, as you create your graphic designs.

- (indicates advance to the next display.)
- (□ indicates return to the previous display.)



A FEW ADVANCED TECHNIQUES

HOW TO READ A DRAWING FROM THE TAPE FASTER —

If you read the drawings from the tape in linear order, the tape is in position to read the next drawing into the computer as soon as the previous drawing has been read. But when you want to select a drawing that is recorded on a segment much later in the tape, there can be a long wait while the cassette tape recorder winds through all the tape to reach that drawing. And of course if you want to read a drawing that has already passed on the head, you have to rewind the tape first. But how far should you rewind it?

These problems can be solved by using the **tape counter of the cassette tape recorder** to locate precisely each drawing on the tape. If you take the time early to make a record of the counter number for each drawing, you can then use the FAST FORWARD and REWIND buttons to reach what you want quickly. The process is very simple:

- 1. Rewind the tape to its beginning.
- 2. Set the counter on the cassette recorder to "000."
- Start the "Creative Greetings" program, or if you have already started it, press the computer's RESET button. The display will disappear from the screen and then the Title Display will appear.
- 4. Press the PLAY button on the cassette tape recorder.
- 5. The Menu Display will appear on the screen and the tape will stop.

 Without Remote Control

Press the STOP button on the cassette tape recorder immediately after the **Menu Display** appears.

6. Write the number shown on the tape counter of the cassette tape recorder in the space below 1 on page 7.



- 7. Press **RETURN** and read the first drawing.
- 8. The tape will stop after the drawing has appeared on the screen.

Without Remote Control

Press the STOP button on the cassette tape recorder immediately after the drawing appears on the screen.

9. Write the number shown on the tape counter of the cassette tape recorder in the space below 2.

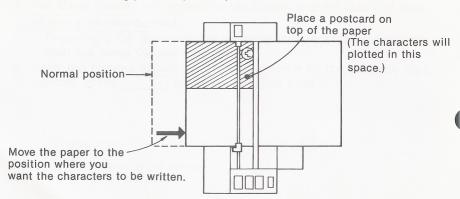
By repeating the above process and writing in the counter number for each drawing, you'll have a very handy "quick reference" for finding any drawing. When you use the numbers to read out drawings, you can be sure that the tape is in the proper position to read the drawing you want by stopping the tape at a point one or two numbers less than the number you have written in the space.

Note: Do not use the counter numbers you have written in the spaces if you use a different cassette tape recorder. The tape counter numbers are sometimes **different** on different tape recorders.

HOW TO ADJUST THE SIZE OF CHARACTERS AND THE SPACE BETWEEN THEM

The size of the characters you write cannot be adjusted as freely as you can adjust the size of the drawings. Sometimes when you are plotting on A4 size paper, you might want to write characters smaller than 1, which is the smallest size you can select. This can be done by following these steps:

- 1. Select "White" as the drawing color, to erase the drawing from the screen. (The drawing will not be plotted.) And make sure that the Selector is positioned at "White" just before you begin plotting.
- 2. When you select the paper size, select a size smaller than the paper you are actually going to use. This will "fool the computer," and cause it to print the characters in a size smaller than it would for the paper you will really use.
- 3. The place on the paper where the characters will be plotted will be different than the place shown on the screen, so it is necessary to adjust the position of the paper in the plotter printer somewhat, in order to have the characters appear in the proper place. You can learn just where the characters will appear by placing a piece of paper that is the size you have told the computer you will use on top of the paper you are actually going to use. This will indicate where on the larger paper the characters will be printed, and you can adjust the paper position accordingly in the plotter printer.



- 4. Plot the characters. When you do this, the drawing will not be plotted.
- 5. Return the paper to its normal position in the plotter printer.
- 6. Now, using "Letter/Symbol Mode," erase all characters on the screen.
- 7. In Drawing Display, select the desired color for the drawing.
- 8. Plot the drawing.

How did it go? You can use this technique to achieve many different effects. Try it using 2 or 3 for the character size, and see what happens. You can also plot the drawing before you plot the characters. This way, it is easier to decide where you want to put the characters on the paper. Either method can be used, depending on the results you want to achieve.

To make characters larger than size 3

You probably have already guessed how to do this. It's the reverse of our last technique. All you have to do is select a paper size larger than the one you are actually going to plot on.

MULTIPLE DRAWING TECHNIQUES -

To make thicker lines

Plot the same drawing on the same paper two or three times in a row. The extra impressions will thicken the lines. (You cannot use this technique, however, with roll paper.)

To draw the same lines in two different colors

The technique is the same as above. After plotting the first drawing, just go back to **Drawing Display** and change the color of the drawing. This can produce some interesting effects.

Plotting the same drawing after shifting the position of the paper

Again, the basic technique is the same. After plotting the first drawing, use the paper feed button of the plotter printer to reposition the paper slightly. The effect of the re-plottings will change depending on how much you move the paper.

Achieving a "zoom" effect

Read the same drawing several times from the cassette tape, into the same Multiple Drawing design—increasing the size slightly each time you draw it over previous patterns. By doing this you can achieve the effect of the drawing seeming to "zoom" out or in on the final plot. The key to this techique is the amount by which you increase the size each time you read the drawing.

As you become more familiar with the Creative Greetings program, you will discover many more techniques which will help you make highly professional—and highly striking—prints. Good luck, and have fun!

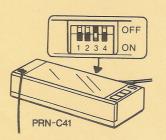




訂正

「使いかた」10ページのイラストに誤りがありましたので、次のように訂正いたします。

裏面のスイッチが図のように なっていることを確認してく ださい。(工場出荷時は、この 位置になっています。)



CORRECTION

Please change the illustration on page 11 in the Operating Instructions as follows:

(These switches are set as illustrated at factory.)